

FIG. 1

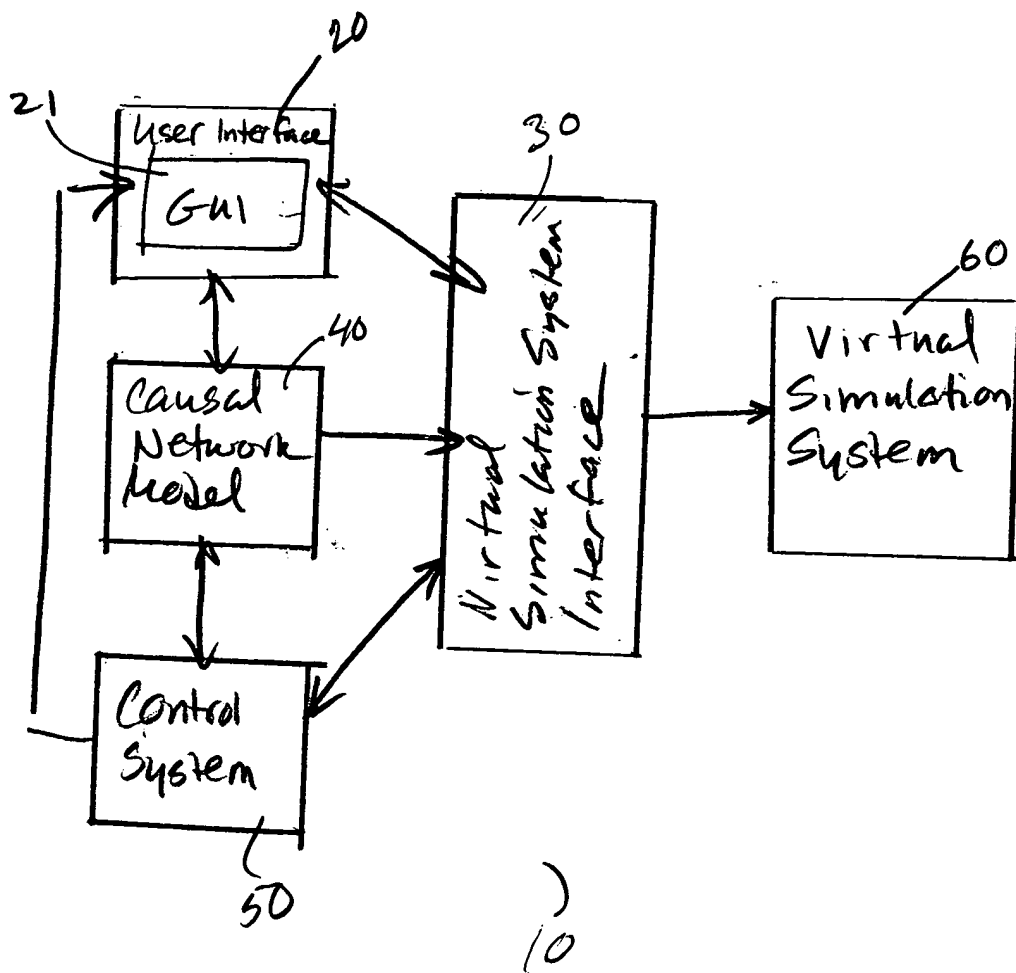
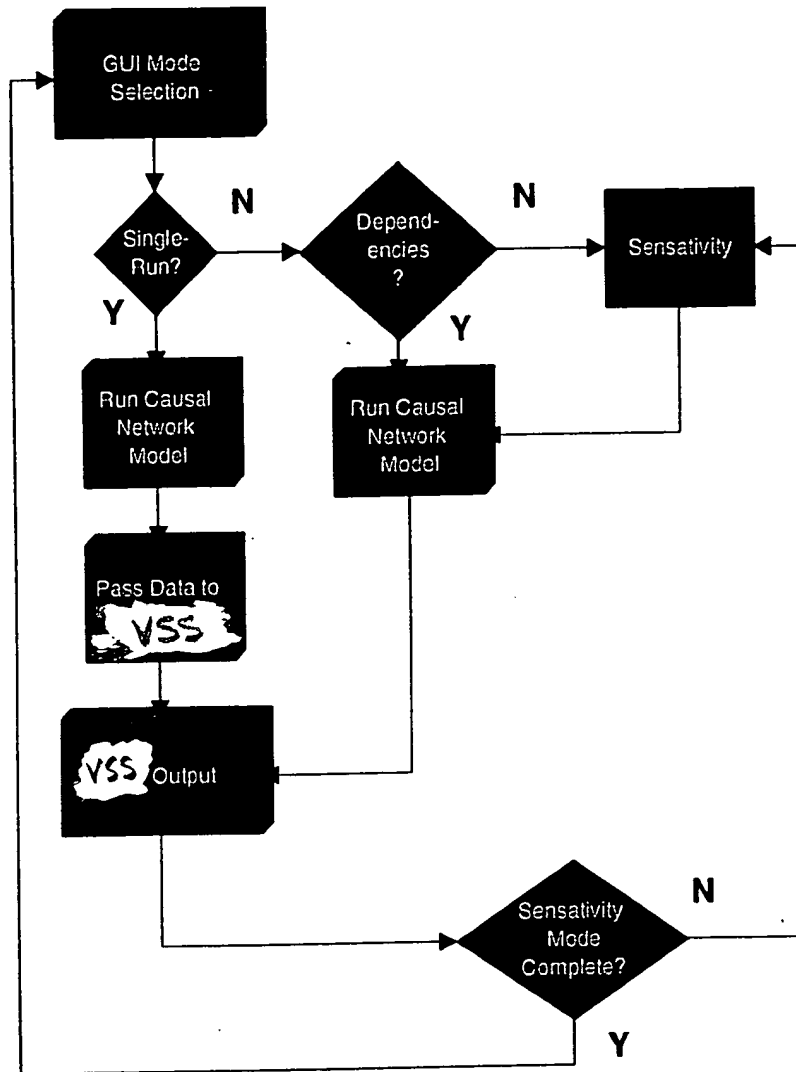


FIG. 2



LSI

VSS = Virtual simulation system
 gui = graphics user interface

FIG. 3

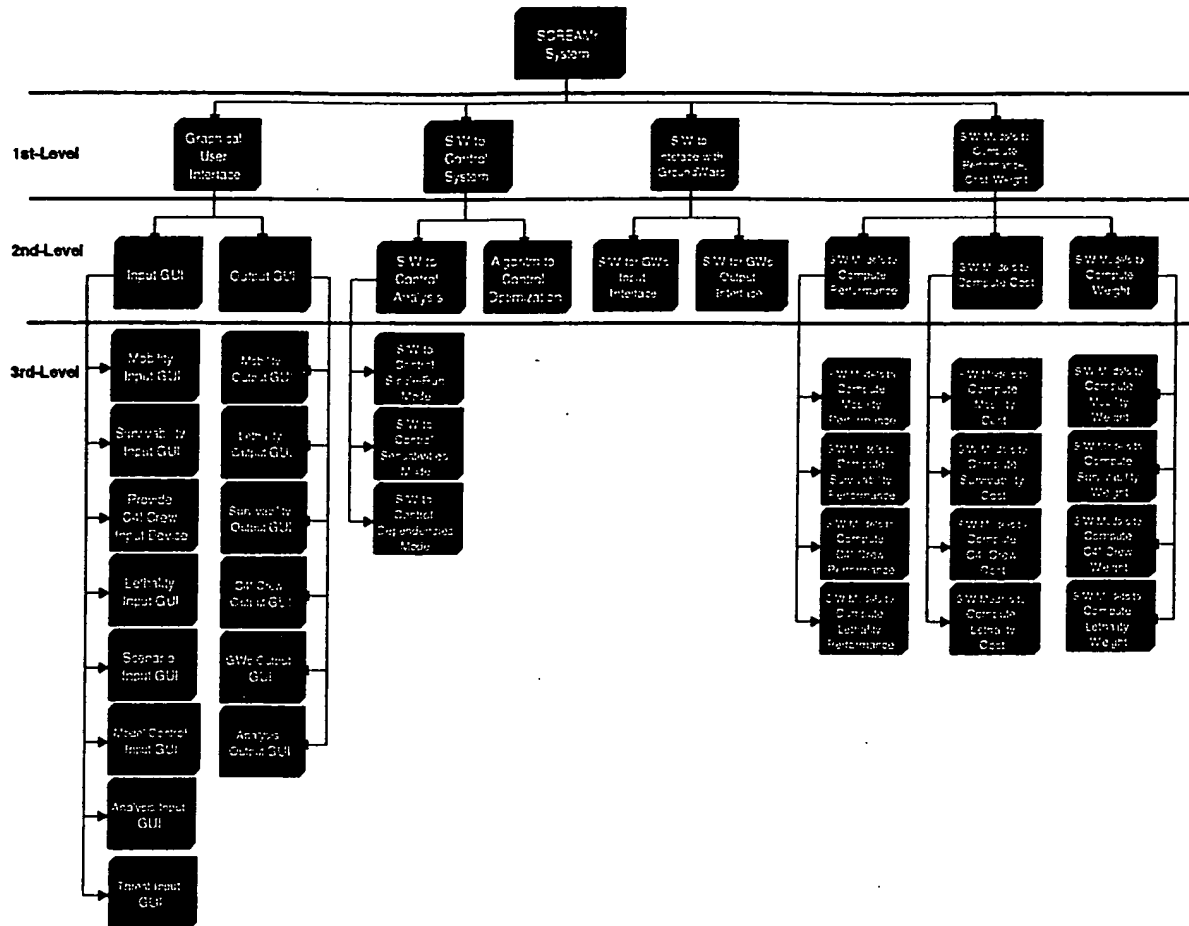


FIG. 4

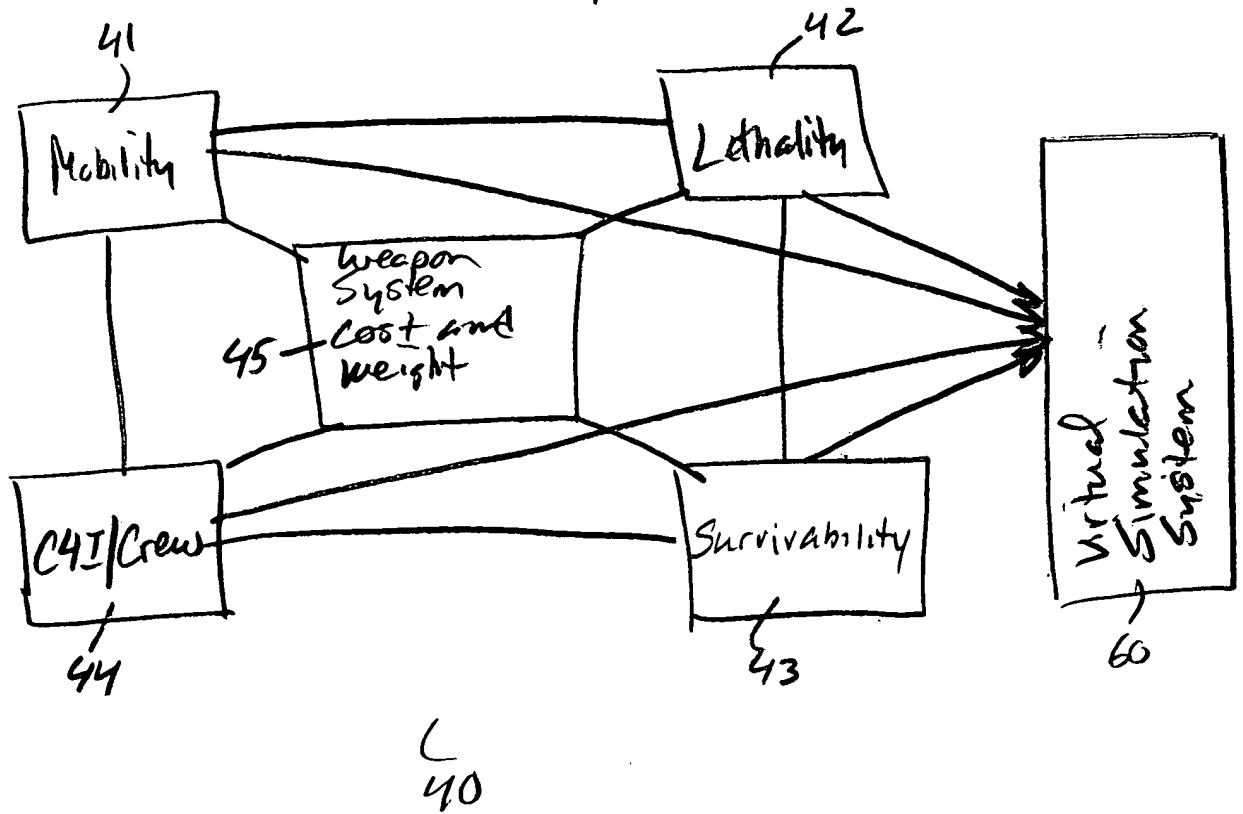
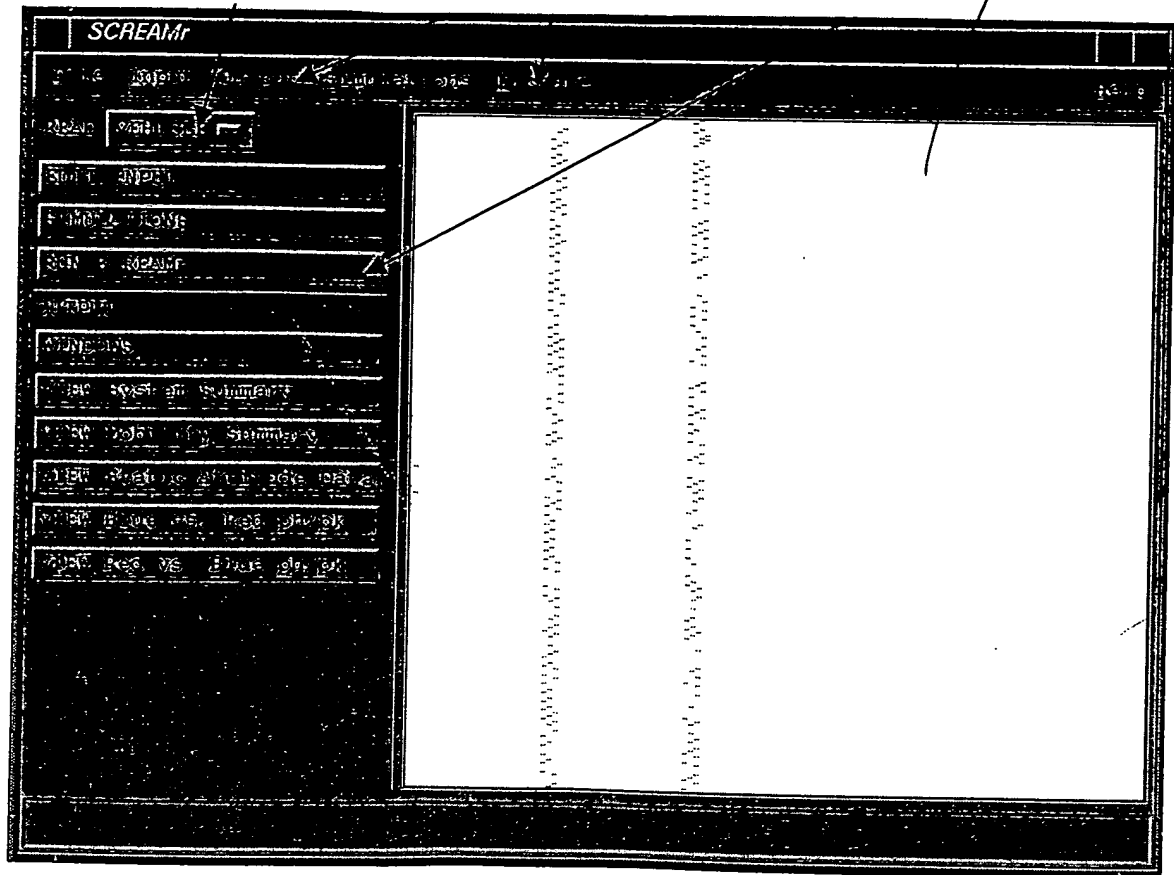


FIG. 5



22 23

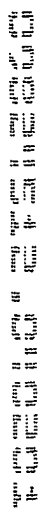


FIG. 7

Powertrain Input	
POWERTRAIN	
Powerplant Type	Diesel <input type="checkbox"/>
Transmission Type	Mechanical <input type="checkbox"/>
Engine Power	830.0000 <input type="checkbox"/> horsepower <input type="checkbox"/>
Fuel Tank Volume	260.2000 <input type="checkbox"/> gallons <input type="checkbox"/>
ADVANCED POWERTRAIN OPTIONS	

FIG. 8

Hull Input	
HULL	
Mobility Type	Tracked <input type="checkbox"/>
Crew In Hull - forward	2
Crew In Hull - middle	0
Crew In Hull - rear	0
Crew In Turret - High	0
Crew In Turret - Low	0
Engine Location	Rear <input type="checkbox"/>
Turret Location	Middle <input type="checkbox"/>
Ready Magazine WRT Deck	Below <input type="checkbox"/>
Missile Location	Middle <input type="checkbox"/>

FIG. 9

Mobility Output	
MOBILITY	
Track Width (mm)	632.912
Track Length on Ground (mm)	4866.430
Max Cross Country Speed (m/s)	12.772

FIG. 10

The screenshot shows a terminal window titled "SCREAMr". Inside, there is a sub-window titled "MET - TRACKED". The text within this sub-window is as follows:

```

MET - TRACKED
=====
10/01/2000 10:00:00
10/01/2000 10:00:00
10/01/2000 10:00:00
10/01/2000 10:00:00
10/01/2000 10:00:00
=====
10/01/2000 10:00:00
10/01/2000 10:00:00
10/01/2000 10:00:00
=====

```

At the bottom of the main window, there is a small box labeled "READY".

FIG. 11

The screenshot shows a dialog box titled "Groundwars Scenario Input". The main heading is "SCENARIO". Below this, there are several input fields and a checkbox:

- ☐ Run Groundwars
- Number of Friendly Vehicles:
- Number of Enemy Vehicles:
- Max. Number of Iterations:
- Statistical Confidence (%):
- Statistical Width:
- Combat Situation:

FIG. 12

Groundwars Output			
GROUNDWARS SUMMARY			
Blue Vehicles	1.000	Red Vehicles	3.000
Blue Vehicles Killed	3.372	Red Vehicles Killed	3.659
Blue Exchange Rate	3.141	Loss Exchange Ratio	1.156

FIG. 13

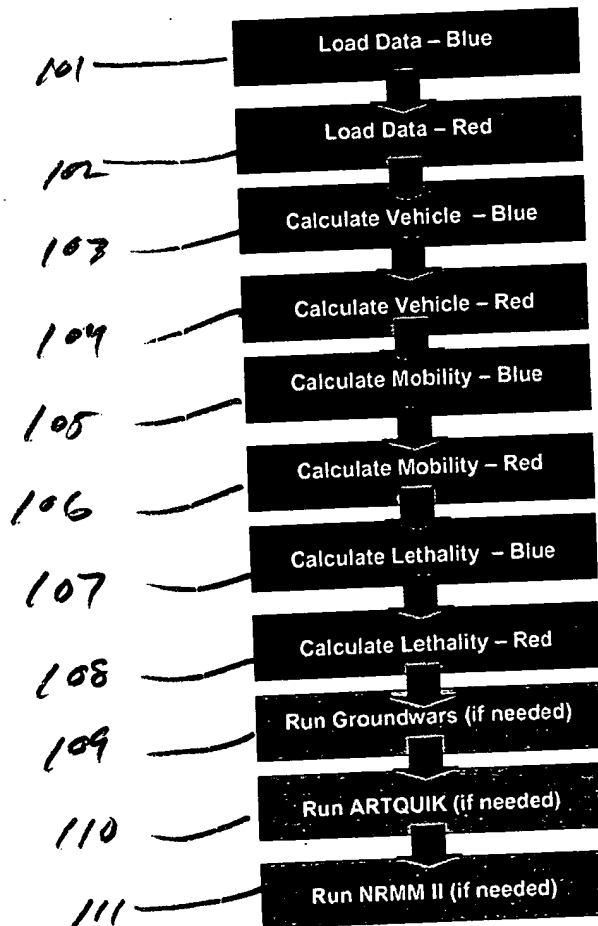


FIG. 14

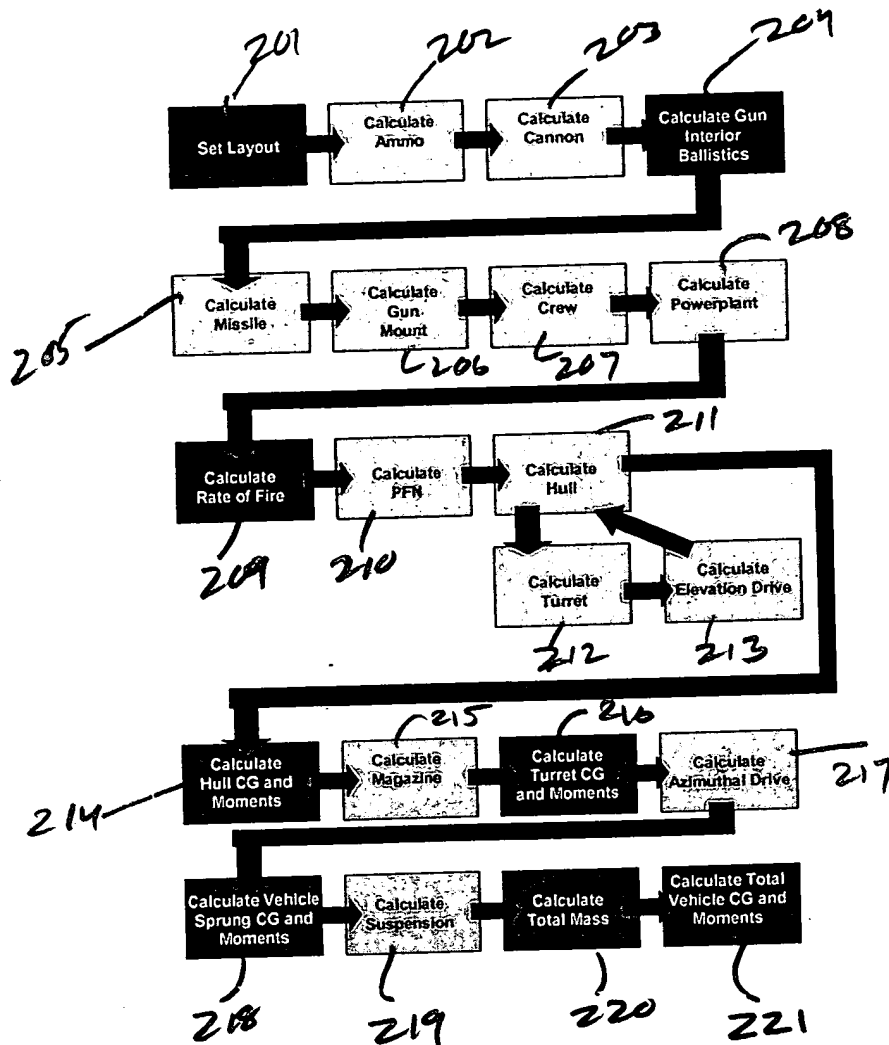


FIG. 15

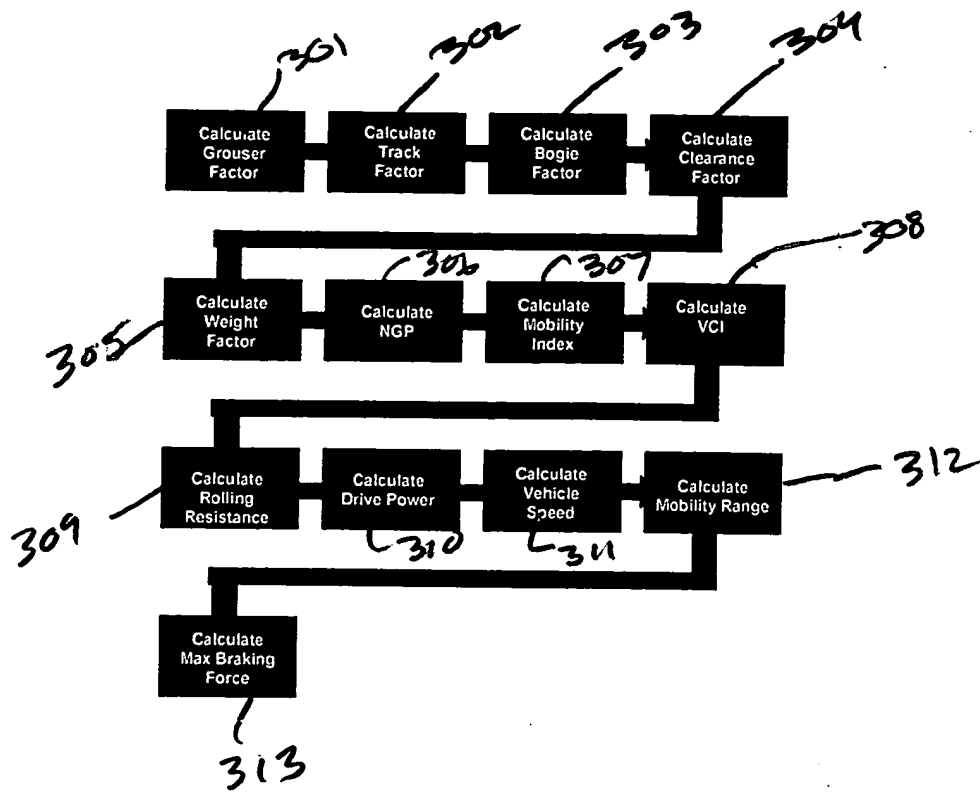
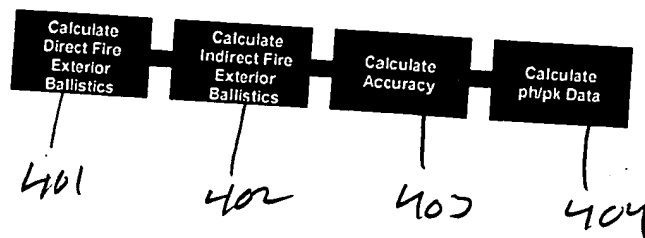
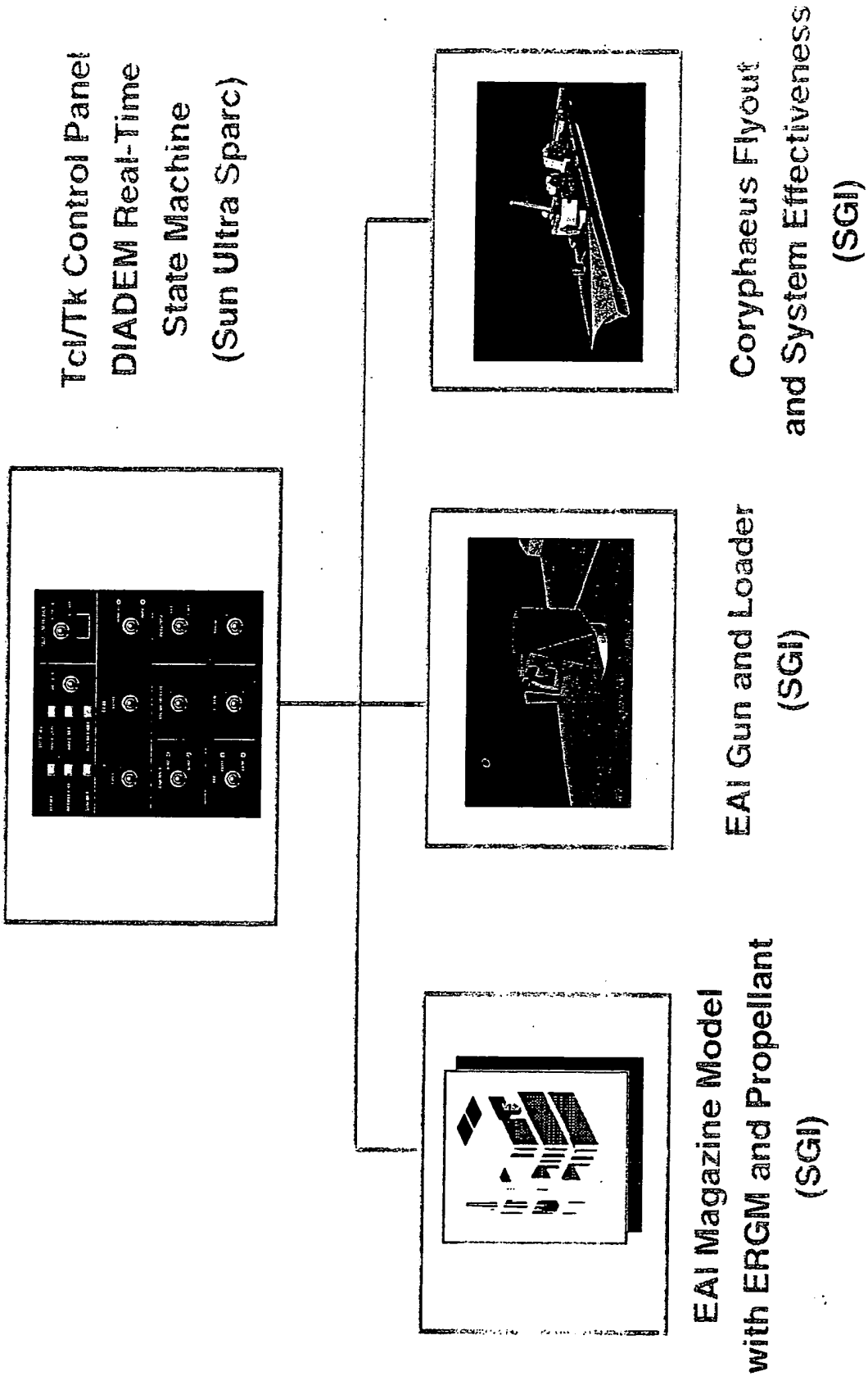


FIG. 16



upper right corner of the page in the upper right corner of the page



Company Private

FIG. 17

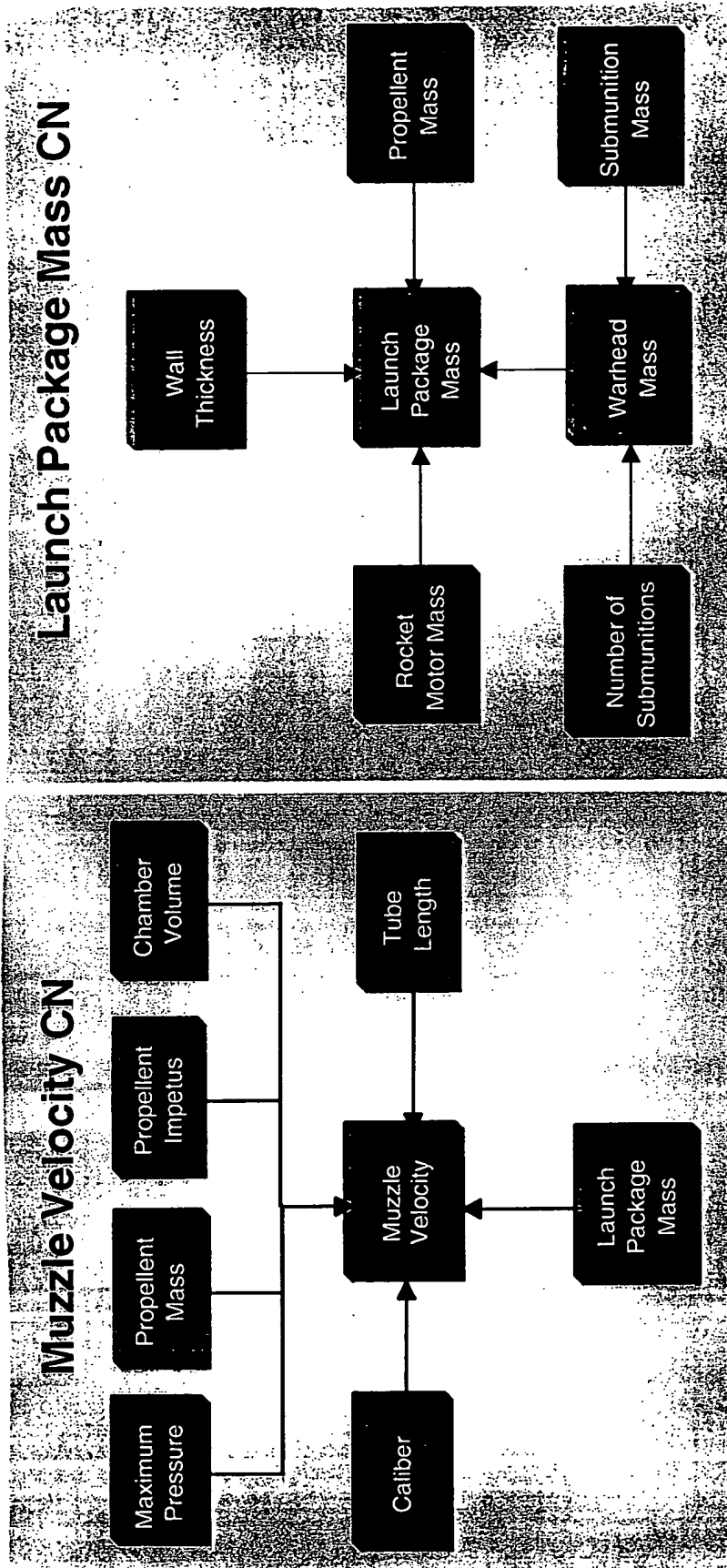
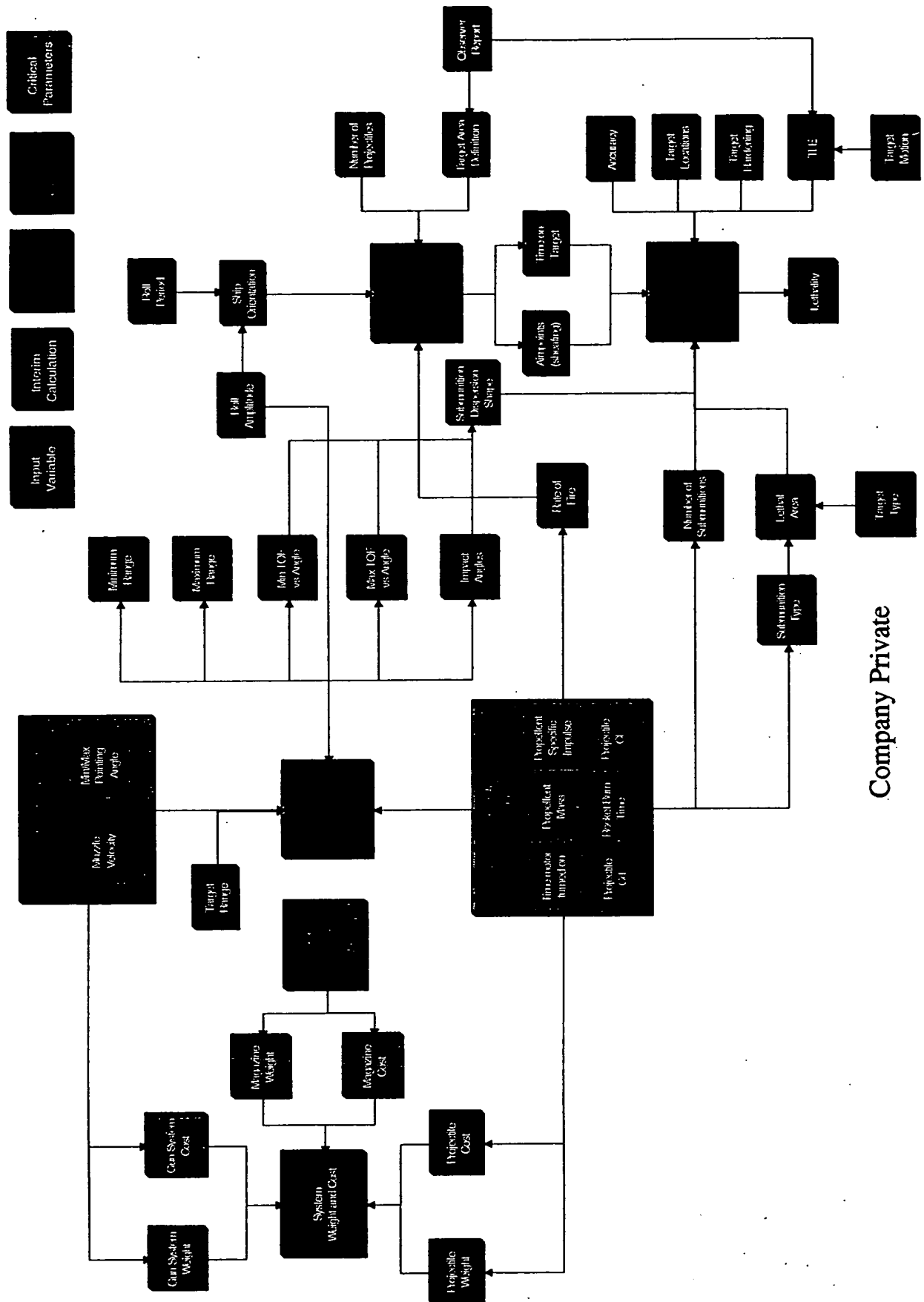


FIG. 18

FIG. 19



Company Private

FIG. 20

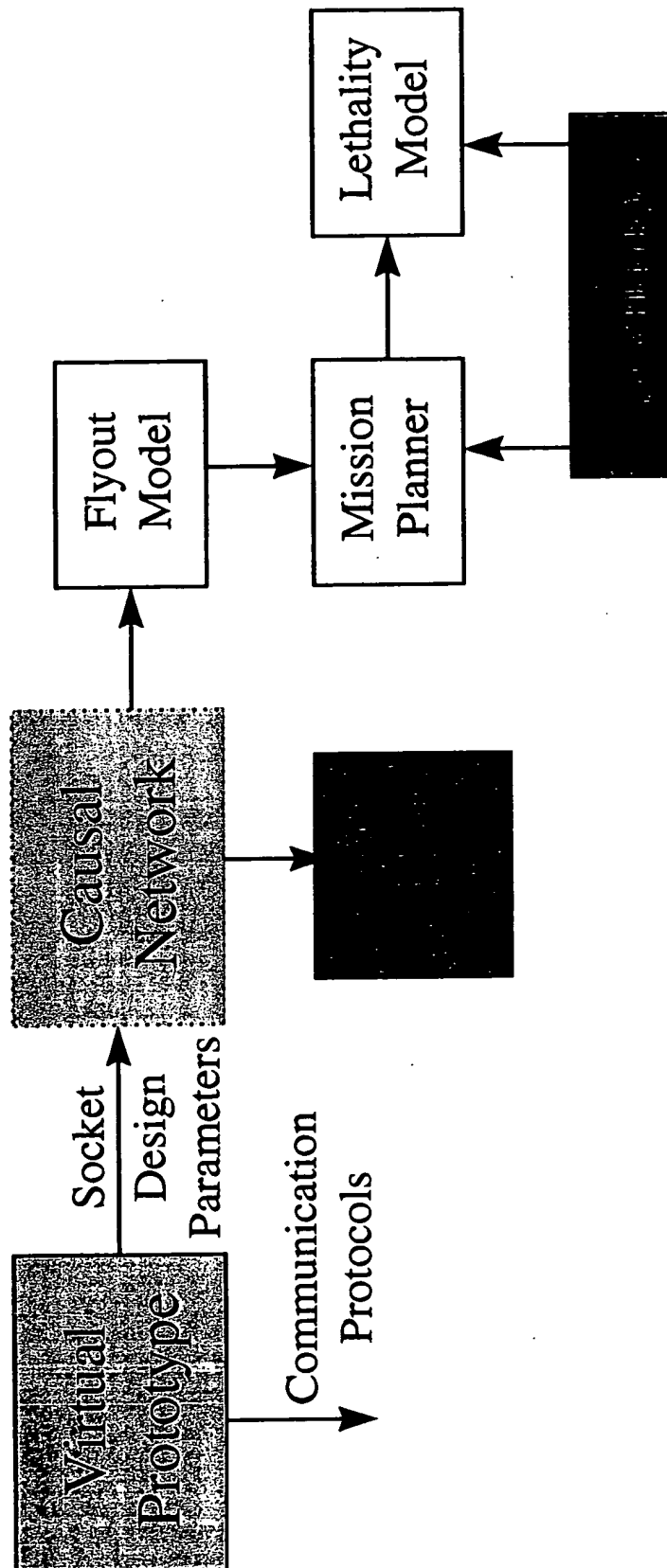


FIG. 21

